

# **The Ultimate Core Dump**

**A One-Round Star Wars Adventure**

**by Mexal**

As members of the Rebel Alliance, you have been given a mission to infiltrate a key Empire Data Processing Centre, obtain some vital information and destroy this major repository of Imperial information. Good luck, and may the Force be with you.

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*The Ultimate Core Dump* is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

## General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

## DM Overview

The characters will be briefed at Rebel HQ. Their task is to get into the Imperial data processing centre, obtain the new communications protocols for TIE fighters and blow the centre – or at least the computers – up. The Alliance has obtained rough plans of the centre and some of the security access codes (from a covert operative who posed as a janitor there), and an independent trader ship will be made available for the characters' use.

They need to travel to the designated planet and meet the local Alliance contact. Unbeknownst to the Alliance, he has been compromised – one of his daughters is being held hostage against his good behaviour. Although they are not certain just what is going on, they believe that he has semi-regular meetings with members of the Alliance, so have placed a guard on his house. Fortunately, the contact's other daughter is a keen Rebel sympathiser and she will do what she can to aid the characters. She will attempt to help them evade the stormtroopers, and can provide a landspeeder to take them to the data processing centre.

Once there, however, they will have to make their own way in, and follow the plans with which they have been provided to find the main computers, extract the data and set their demolition charges. As the Empire does not have a strong presence on this backwater planet, the facility also includes the jail in which the contact's daughter is being held hostage;

his other daughter will ask the characters to rescue her while they are there.

At any point from their arrival in system – when they find that an Imperial cruiser is conducting ‘stop and search’ of incoming independent vessels – onwards, the characters may fall foul of Imperial forces and themselves be arrested. The only holding facility available is in the data processing centre complex; and they will need to break out of jail to complete their mission.

### **Scene 1: Briefing**

In a Rebel Alliance base, the characters are given their mission brief, and an opportunity to ask questions and request equipment before they leave.

Note: The journey does not have any planned events until they arrive at their destination world, but ask if there is anything that they would like to do over the couple of days it will take them to get there. Remember that once they have left the base, they will not be able to acquire any new items until they reach the planetary surface; but plans can be laid, forged documents created and so on.

### **Scene 2: Arrival in System**

All arrivals in system are subject to an Imperial ‘Stop and Search’ before they are allowed to land. This will be conducted with sufficient force that running away or shooting it out are not viable options. Although the Imperials will be as officious and authoritarian as one might expect, they are actually quite lax; and a good ‘cover story’ preferably backed up with well-forged papers will succeed here. Characters who are argumentative, poorly-prepared or have botched their forgery rolls will be taken in for further questioning, thus advancing events to Scene 7.

### **Scene 3: Starport**

Assuming the characters satisfied the Imperial Inspection in Scene 2, they are permitted to land at the starport. Their briefing includes details of where to find their contact, who is supposed to be able to furnish them with transportation and directions to their objective. He has been compromised, and one of his daughters is being held hostage against his cooperation with the Empire. He has been ordered to keep the characters talking and get them to incriminate themselves in some way, and then the stormtroopers in the back room will arrest them.

This scene may result in a combat between the characters and the stormtroopers. The stormtroopers will attempt to capture, rather than kill, them. The contact’s other daughter will attempt to help the characters to escape in a landspeeder, and will accompany them at least to the edge of town (giving her an opportunity to explain what is going on and to

ask them to rescue her sister). If they fail to escape, go to Scene 7.

### **Scene 4: Getting In**

The characters have been provided (during the initial briefing) with details of a back way in, including the access code. Unfortunately it is not quite correct. As stated in the briefing, the code was the number of days until the Emperor’s Birthday... that has just passed. The Rebel cryptographers assumed that it reset, and is now a large number based on the number of days until his NEXT birthday. However it is now a small (and increasing) number, being the number of days SINCE the birthday just celebrated. The characters may either figure this out, bypass the lock or blast their way in. Three attempts at entering the code are permitted before an alarm sounds (go to Scene 6 if this happens).

### **Scene 5: Getting Around**

Here the internal layout and contents of the base are described. This includes static personnel and wandering patrols. React as appropriate to character actions.

### **Encounter 6: Alarm!**

This is an optional scene, which should be used if the characters do anything to alert base security that something is amiss. This can include failing to enter correct access codes, being spotted sneaking around, failing to respond convincingly to people they encounter or any other action that you rule has given the game away. The response will rely mainly on brute force, astute characters should be able to evade it. Captured characters will be taken to the Detention Block (See Scene 7).

### **Scene 7: The Detention Area**

This section again can be called from any point in the scenario: it is where the characters will end up if they are captured. They may also visit it of their own volition, as it is where the compromised Rebel contact’s daughter is being held.

If captured, the characters will be placed in a single large bare room. Their equipment is stored in a room nearby. The place is not well guarded internally and they ought to be able to escape. On the other hand, if they arrive here of their own free will, they will need to explain how they intend to get past the guards in the sole entrance to the area.

### **Scene 8: The Core**

This is the characters’ primary objective. Here they need to obtain data and set their charges, without raising any alarms. Alternatively, they may find themselves working under fire.

### **Scene 9: We’re Leaving**

Once the characters have completed their tasks, as best they can, they need to exit the facility before the charges go off. As they emerge, they find that most of the stormtroopers are lined up on parade, with a senior officer conducting an inspection. If they are noticed, the stormtroopers will attack in force.

**Important Note to Judges:** Note that there are several points at which the characters could be captured by Imperial forces. It is recommended that only one of these – at most – be used, as it is unlikely that the Empire would let them get away more than once! So if the party is taken prisoner at any point, do not recapture them unless they are so stupid as to make it unavoidable.

## Scene 1: Briefing

Allow the characters a short period to introduce themselves to each other, then read or paraphrase the following: -

*You have been ordered to attend a meeting with General Andershan, a senior Alliance officer that none of you have met before. When you arrive at the designated place and time, you find the General, a Mon Calamari, is seated at a bare desk before which six chairs have been placed. Once you are all seated, he begins:*

*“Thank you for coming. I have a mission I would like you to undertake, one that is of great import to the continued success of our struggle against the Empire. It will be difficult, but I believe within the capabilities of this group, which I have selected specifically for this task.”*

He touches a control on his desk, and a hologram of a building appears.

*“This is an Imperial Data Processing Centre, on the planet Tazan in the Expansion Region, a couple of day’s journey from here. We believe it is being used to process, correlate and store information about Alliance activity, and thus poses a significant threat to our well-being. Its destruction should hinder the Empire’s efforts against us, and so this will be your primary task.*

*“However, we have recently heard that new communications protocols have been devised for Imperial TIE fighters, and that these are being held in the Centre prior to distribution to TIE fighter squadrons throughout the Empire. As it is likely some have already been delivered, and that the original codes were originated elsewhere, we would like you, if possible, to extract this information from the system before you destroy the facility.*

*“That’s it. Good luck, and may the Force be with you.”*

The General will answer questions as best he can. The information he has is as follows: -

### The Base

Constructed of poured duracrete, it is located approximately 50 kilometres west of the Tazan starport. As well as computer and intelligence professionals, the facility has a small support staff (mostly locals) and a company of approximately one hundred stormtrooper guards. Although primarily a data processing facility, it also houses the stormtrooper barracks.

A sketch map has been provided by the Rebel contact [see Handout # 1].

### Access Codes

A local informant obtained work as a janitor at the centre. He has provided a sketch map of the facility, and says that the access code for the back entrance that he used when throwing out rubbish was very simple: the number of days until the Emperor’s Birthday. His report was made 2 weeks ago, that is, four days before the Emperor celebrated his birthday, and the entry code was 004. When the Alliance cryptographers stopped laughing, they calculated that given your likely travel time, the code would be 354 when you arrive.

The informant also managed to obtain a code cylinder [see STAR WARS core rules p. 123] that he believes belonged to one of the computer programmers. It ought to enable access to the main system, although you will have to search for the tie-fighter communications protocols once in.

### Tazan

Tazan is an undeveloped, low population world. It is thickly forested, and most of the inhabitants are either farmers or foresters, or involved in some aspect of woodcraft. The main export is wood either as planks or finished wooden products. Apart from the data processing centre and some administrators and other officials at the starport, Imperial presence is minimal. The population is indifferent to both Empire and Alliance.

### What the Alliance can supply

A YT-1300 Transport, the *Flying Fish*, with a cargo of low-grade medical supplies (bandages, medical equipment and purpose-built Medical datapads). There are hidden compartments under the deck plates should they wish to conceal any items – like the *Millennium Falcon*, you could get a person in at a squeeze.

20 explosive charges: -

Weapon	Size	Cost	Damage	Weight	Type
Explosive charge	Tiny	3,000	10d6/2d6	8 kg	Energy

Other equipment may be available at the GM's discretion. Allow normal equipment as in the STAR WARS core rules, unless it is something marked as being difficult to obtain (no stormtrooper armour!). If the characters want anything else, consider whether you think that it would be reasonable for a large Rebel base to be able to supply the item.

A request for forged papers for the YT-1300 and cargo can be met. The skill roll of the Alliance forger creating them was 35 in total (she's good!); and this will be opposed by whoever inspects them. [See the STAR WARS core rules p. 76 for details of how to judge inspections of forged documents.]

### Contact

The Alliance has a local sympathiser and contact, a Human by the name of Willer Clines. He works as a cook at the data processing centre. He lives in the Desander Section of Tazan City, about half a kilometre from the starport, when not on duty. Support staff work a one month on, one week off rota, and this is his week off. It is suggested that the characters call on him for an update on the current situation; he should also be able to organise transportation.

The characters should identify themselves by stating that one of them is Hamzad Clines, who lived on Alderaan and, having escaped that planet's destruction as they were elsewhere, is now anxious to find any surviving relatives. [For obvious reasons, one of the Human characters will have to adopt this role.]

## Scene 2: Arrival in System

**Note:** You may allow the players time to discuss their tactics or to prepare anything – e.g. forged papers – during the journey to Tazan, which is otherwise uneventful.

*As soon as your ship drops out of hyperdrive, an Imperial cruiser hails you.*

**++Inbound vessel, this is the Imperial Warship *Eye of the Storm*. Identify yourself.++**

Allow the party to make whatever response they please – if they wish to scan the Imperial vessel make it clear that it is too big and has too many guns for them to consider a fight.

Irrespective of what they do, the next transmission is:

-

**++Stand by to be boarded. Out++**

If they choose not to comply, a squadron of TIE fighters will be launched, the party's freighter will be herded (with assistance from a tractor beam if necessary, into a hanger bay, and the party will be arrested – **go to Appendix 1 Arrested (Arrest in Space)**.

Assuming they are sensible, a launch will come over and dock with them. It contains 5 stormtroopers and an officer. While the stormtroopers stand around looking mean, the officer asks to see their papers and – unless the characters do something to arouse his suspicions – takes a cursory look round, before giving them clearance to proceed and returning to the *Eye of the Storm*. The party is free to descend to the Tazan starport – **go to Scene 3**.

If the officer becomes suspicious, he will direct one of the stormtroopers (who can pilot) to take the freighter to the *Eye of the Storm*, while the other stormtroopers hold the party at gunpoint – **go to Appendix 1 Arrested (Arrest in Space)**.

## Scene 3: Starport

Once through the Imperial 'Stop and Search' the characters will be able to land their freighter at the starport. See **Handout # 2** for a plan of the area.

The starport area boasts the usual cantinas, transient lodgings, retail outlets and the like, should the party wish to stop for refreshments or obtain supplies. The starport's main cantina is the Happy Landing, a two storey building just outside the main gate. Those who want a view may take their drinks on a balcony with panoramic vistas over the starport and the city, or they may prefer to have their refreshments inside in one of the many small rooms that honeycomb the building. Food and drink are available. Most of the clientele is either human (locals) or of any race (spacers) and the cantina is owned by Lex Dewiller (Human, Fringer 4). Dewiller usually knows what's going on in town, but the sort of gossip he has will not be of much use to the characters.

At this point, the character's goal should be to visit their contact, who lives about half a kilometre away in the Desander Section of the city. They may either walk, take a pubtrans flitter or rent swoops to get there.

The city is well spaced, with wide tree-lined avenues leading to each section. Desander Section is a respectable, if low-income, residential area – most

houses have their own small gardens and it is quite a pleasant-looking place.

Willer Clines lives in a house on a corner. The garden is neat, with several flowerbeds filled with exotic local plants, and a barbeque pit in the angle of the wall. There is an outbuilding to one side, it's open and a landspeeder can be seen within. The house is stone – as are most in the neighbourhood – with a wooden door and shutters. See **Handout # 3** for the house.

*A short balding human answers the door. He looks ill at ease, yet smiles courteously.*

*“Yes? Can I help you?”*

If the characters make a suitable response – use of the passphrase or something else appropriate – Clines will invite them in. Otherwise he slams the door.

*The lounge is small and neat. The walls are painted light green, and are hung with local wood art and a large flat-holo of two young ladies. The only modern note is a standard comm terminal in the corner of the room. The screen is blank. A woven curtain hangs over a doorway to the rest of the house, and there are wooden stairs leading to the upper floor.*

*“Please sit down,” says Clines. “Would you care for something to drink?”*

A Spot check at DC 17 will show that although the terminal's screen is blank, the green 'active' telltale is lit. (The stormtroopers are observing Clines's actions through the system.)

A Sense Motive check at DC 10 will show that Clines is ill-at-ease, if DC 20 is made the character will realise that he expects that something bad is about to happen.

If the characters want a drink, Clines disappears momentarily through the curtain and returns with a tray bearing a pitcher of a pale green juice and glasses. The juice is refreshing with a hint of sweetness; he says it's from a local fruit called a clait-berry. The two young ladies in the flat-holo picture are – should anyone ask – his daughters. (Sense Motive DC 15, something about them is bothering him.)

Clines continues to make conversation, but will swiftly move topics to reach “What are you doing here?” Note that he does not know the details of the characters' mission, just the passphrase that they would use and that they were to be aided to reach the data processing complex. The stormtroopers have instructed him to get the Rebels to outline as much as

possible of their mission; naturally this conversation is being recorded. Once the stormtroopers think that they have heard all that they are going to get, they will attack.

At a couple of points during the conversation, require a Listen check at DC 20. Anyone making it hears movement in the back room – it's cramped and stormtrooper armour is quite awkward at times.

**Willer Clines:** Human Scoundrel 1/Expert 1; Init +0, Defence 10; Spd: 10; VP/WP 0/9; Atk +1 melee (1d3, punch); SQ none; SV Fort +0, Ref +1, Will +0; SZ M; Str 9, Con 11, Int 10, Wis 9, Cha 13.

**Equipment:** None.

**Skills:** Appraise +3, Gather information +6, Hide +5, Listen +5, Search +7, Spot +6, Profession (Cook) +8.

**Feats:** Skill Emphasis (Profession: Cook)

Willer Clines: WP: 0 0 0 0 0 0 0 0 0

### The Stormtroopers Attack

When the stormtrooper commander thinks that the Rebels have said all that they are going to, he gives the order for his men to attack.

There are 10 stormtroopers. Two have circled round to the front of the house, and two more will remain in back; the rest will enter through the curtained archway – of necessity, one at a time. The officer will follow through. Orders are to subdue/capture if possible; to use lethal force only in response to life-threatening attack. It would be preferred if Cline could be kept alive, but his property is of no matter.

**Stormtrooper:** Human Thug 3; Init +0; Defence 14 (+4 armour); Spd 10m; VP/WP 0/12; Atk +3 melee (1d3, punch), +3 ranged (3d8, blaster rifle); SQ Immunities; SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Stormtrooper armour, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

**Skills:** Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.

**Feats:** Armour proficiency (light), Armour Proficiency (medium), Armour Proficiency (powered), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Stormtrooper # 1:	WP: 00000 00000 00
Stormtrooper # 2:	WP: 00000 00000 00
Stormtrooper # 3:	WP: 00000 00000 00
Stormtrooper # 4:	WP: 00000 00000 00
Stormtrooper # 5:	WP: 00000 00000 00
Stormtrooper # 6:	WP: 00000 00000 00
Stormtrooper # 7:	WP: 00000 00000 00
Stormtrooper # 8:	WP: 00000 00000 00

Stormtrooper # 9: WP: 00000 00000 00  
Stormtrooper # 10: WP: 00000 00000 00

**Officer:** Human Noble 2/Soldier 4/Officer 2; Init +1 (Dex); Defence 20 (+1 Dex); Spd 10m; VP/WP 30/10; Atk +6/+1 melee (1d3, punch), +7/+2 ranged (3d6, blaster pistol); SQ Call in a favour, inspire confidence +1, leadership; SV Fort +6, Ref +5, Will +6; SZ M; FP 1; DSP 2; Rep 6; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 14.

**Equipment:** Blaster pistol, comlink, datapad, uniform, rank insignia.

**Skills:** Astrogate +7, Bluff +10, Computer Use +8, Demolitions +7, Diplomacy +8, Gather Information +11, Intimidate +12, Knowledge (military history) +9, Knowledge (military vehicles) +6, Knowledge (Imperial Army) +8, Repair +5, Pilot +7, Sense Motive +5, Survival +5.

**Feats:** Armour Proficiency (heavy), Armour Proficiency (light), Armour Proficiency (medium), Persuasive, Point Blank Shot, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge: Imperial Army), Skill Emphasis (Knowledge: military vehicles), Starship Operation (capital ships), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (vehicle weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Officer: VP: 00000 00000 00000 00000  
00000 00000  
WP: 00000 00000

### **Possible Outcomes of this combat**

If the characters manage to escape outside, they find a young human female who gestures urgently for them to follow her. (Spot DC 10, she is one of the ladies in the flat holo picture.) Depending on the circumstances, she either leads them into the outbuilding and the landspeeder (big enough to hold them all), or down the road to a yard where a man is working on a swoop. If she takes them there, she speaks briefly with the man, who agrees to lend them a swoop apiece.

Once they have put some distance between themselves and the combat, she explains.

*“I’m Flaenella, Willer Clines’s elder daughter. You mustn’t blame him – those unspeakable Imperials are holding my little sister Jastina hostage. Please, you must help us. I know you’re something to do with the Alliance... please. They’re holding Jastina out of town, that Imperial base – some kind of computing facility I think – where my father works. I can show you how to get there – please can you rescue Jastina? With her free, I may be able to persuade my father to run, leave Tazan and go somewhere else, somewhere safer.”*

She is totally genuine and everything she says is true. Jastina is, by the way, 11 years old.

If the characters get outside but ignore Flaenella, they may either take the landspeeder or use their own resources to escape. She will attempt to follow them, either in the landspeeder if they have not taken it, or on a swoop. If she manages to catch up with them, she will explain as above.

Surviving stormtroopers will fire after fleeing characters, but will not pursue (although they do radio for reinforcements).

If the characters manage to defeat all the stormtroopers, they will be able to leave in a more leisurely manner. Willer (if he survives) will call Flaenella in and they will between them explain what has been going on and organise the party’s transportation to the data processing facility. If asked, Clines can tell the party about a transport used to take workers to the facility; it is garaged in Tazan City and goes out once a week. He knows where it is kept. If the party want to use that, it is stored in a locked but unguarded garage – but will cause some surprise on arrival, as it is not expected for 4 more days.

If the characters are defeated by the stormtroopers, survivors will be arrested and taken away under guard. **Go to Appendix 1: Arrested (Arrested outside the Imperial Facility).**

**Flaenella Clines:** Human Spy 1; Init +1; Defence 10; Spd 10m; VP/WP 0/10; Atk +1 melee (1d6 punch); SQ: Area Knowledge: Tazan; SV Fort +1, Ref +2, Will +2; SZ M; Rep 1; FP 1; Str 11, Dex 14, Con 12, Int 14, Wis 13, Cha 15.

**Equipment:** None.

**Skills:** Appraise +2, Bluff +4, Entertain: Sing +4, Gather Information +6, Pilot: Swoop +6.

**Feats:** Martial Artist

Flaenella Clines WP 00000 00000

### **Notes**

This encounter is hard, possibly too hard. Characters who want to fight it out very likely have bitten off more than they can chew. The most viable options for them are to run or to surrender. Try and let them survive, even if in captivity: remember the Stormtroopers are under orders to use non-lethal force and if the party are loosing too badly, render them unconscious and go to **Appendix 1: Arrested Outside the Imperial Facility.**

## Scene 4: Getting In

*As you approach the location of the Imperial data processing facility, you see ample evidence of careless 'slash and burn' activities. The facility itself, a squat poured duracrete edifice, squats in a roughly circular clearing. A path leads to a landing strip that has been hacked out of virgin forest.*

See **Handout # 4** for an external view, **Handout # 4A** may be given to the players.

Characters moving around the perimeter of the cleared area need to make Hide rolls. If there are guards patrolling that area, they Spot at +5. They are not looking closely and do not expect to see anything. Unless, of course, the party makes a lot of noise or individuals are careless, omit to use any kind of stealth as they move around, etc. At your discretion, you may award the guards a bonus to their Spot check or simply decide that they do see the characters and call in an alert.

Two stormtroopers are stationed at the main entrance, and four more patrol the perimeter in pairs. Ten are available as a ready reserve should an alert be called.

The back entrance does not have guards stationed there, although the patrolling ones pass and there is the chance of a civilian employee emerging, e.g. to dispose of some garbage. To reach the back entrance, the characters need to cross about 30m of open ground. A large dumpster stands near the door to the left as you face it; this is about half-full of kitchen rubbish. There is a light (protected by a wire cage) over the door, and a small duracrete canopy as rain protection for people putting rubbish into the dumpster. The keypad is on the right side as you approach the door.

Patrols circle the facility approximately every 10 minutes. If the characters observe for more than 30 minutes, they will see someone come out with some rubbish, he wears grey coveralls with a red logo stencilled on the back.

The access keypad is of standard design, the digits 0-9 plus a key marked # and one with a small bell on it. This last is the emergency signal, pressing it will trigger a full-scale alert. So will more than 3 attempts to enter the correct code. A red signal light glows at the top of the pad, this will turn green if the attempt is successful.

The characters will probably begin by entering the code that they have been given – '354'. Note that they need to press the '#' key as well, this is the >ENTER< key for the system. This code will not work.

The code now in use is counting UP from the Emperor's birthday, and should be 010. A character who questions the correctness of the code that they have been given should be asked to roll an Int check, DC 20, to work this out. Tell a successful character that the code might be based on numbers of days since the Emperor's birthday, and let them work it out.

Alternatively, the skill Disable Device may be used to bypass the system, this task has a DC of 25 and the character should have a security toolkit or other suitable implements to accomplish this task.

Access could also be gained by setting a small demolition charge – this would work (Demolitions, DC 10) but will trigger an alert. Go to **Scene 6: Alarm!**

The final method of gaining entry is some kind of subterfuge. Characters may choose to intercept a janitor (suitable bribes or threats will get the access code out of them without difficulty), for example, or they may choose to rush the entrance while the janitor is outside.

**Lucas Bartmoss – Janitor:** Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Coveralls, swipecard (access to most areas – someone has to empty the waste paper baskets after all!)

**Skills:** Profession: janitor +3, Repair +3.

Lucas Bartmoss

WP 00000 00000

Take note of what the characters do with the vehicles in which they arrived. If they are not adequately hidden, they may be found by roving patrols and the alarm raised (see **Scene 6: Alarm!**). If Flaenella Clines accompanied them, she will offer to stay with the vehicles and will ensure that they are concealed properly.

## Scene 5: Getting Around

Refer to **Handout #5: Imperial Data Processing Facility – Internal Plan**. Feel free to invent any additional 'atmospheric' descriptions as the characters wander around. If they do anything to arouse suspicion, go to **Scene 6: Alarm!**

The entire facility – except where mentioned – is drab and utilitarian. Virtually every room has a portrait of the Emperor on the wall. Floors and walls are unadorned duracrete, and lighting is harsh and fluorescent. There are no external windows. Small



white-lettered black labels on doors – which are metal – are the only clues as to what lies within. Most internal doors require the appropriate swipe card to gain entrance.

There are internal patrols, stormtroopers in pairs following a random route. I would suggest a 20% chance of encounter every 10 minutes (real time) that the characters are wandering around the facility; modify this as appropriate. The stormtroopers do not make any effort to conceal their presence – Listen DC 10 to hear them coming before the party turns a corner or exits a room (feel free to induce paranoia by requiring a Listen roll each time they do so). This will give the characters a chance to take evasive action if they so wish.

The stormtroopers are armed and armoured, and are in communication with the guardroom. Their orders are to call in an alert, attempt to capture intruders and if that fails to open fire. See **Scene 6: Alarm!** For what happens when they call in an alert.

**Stormtrooper Patrol:** Human Thug 3; Init +0; Defence 14 (+4 armour); Spd 10m; VP/WP 0/12; Atk +3 melee (1d3, punch), +3 ranged (3d8, blaster rifle); SQ Immunities; SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Stormtrooper armour, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

**Skills:** Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.

**Feats:** Armour proficiency (light), Armour Proficiency (medium), Armour Proficiency (powered), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Stormtrooper # 1: WP: 00000 00000 00

Stormtrooper # 2: WP: 00000 00000 00

1. **Power Plant** – standard Imperial small fusion reactor. Big warning signs “Radiation Hazard” on the door. Explosives placed here would stop computer operations... but the Empire has heard of backups and will be able to get things back on line within a couple of weeks!
2. **Technicians’ Office** – used by the power plant technicians. There are 3 technicians on duty, fairly bored and non-combatant. They will surrender, but do not have much useful information about the rest of the facility. If they hear suspicious noises in the corridor outside (Listen at +3), they will trigger an alarm.
3. **Power Section Entrance** – kept locked, indeed it has a big padlock on it as well as a keypad. The technicians rarely use it, and nobody else ever does.

4. **Side Entrance** – rarely used, the door is normally closed and locked (normal keypad).
5. **Administrative Offices** – each contains 4 staffers, primarily concerned with the smooth running of the facility (supplies, maintenance, personnel, etc.). They are a mix of Imperial employees (the senior ones) and local clerical help. For all of them, this is just a job and not worth dying for – they can direct characters to the main computer rooms if so asked. Otherwise they just scream and cower.
6. **Storeroom** – stationary and office supplies.
7. **Main Entrance** – two stormtroopers stand on guard outside. Another – the guard commander, who is a sergeant – is based in the small room on the left, but may go out to check the roving patrols on occasion. The door is not locked; they think two stormtroopers are sufficient defence.
8. **More offices** – these are for department heads.
9. **Offices for the Facility Commandant’s staff**
10. **Base Commandant’s Office** – she is in here, a harassed civilian administrator whose attention is focused on the impending inspection by the Sector Grand Moff.
11. **Administrative Staff Washroom**
12. **Base Commandant’s Private Facilities** – which are rather ‘pink and fluffy,’ the one place she has opportunity to express her individuality.
13. **Storage area** – mostly materials for the power plant.
14. **Conference Room** – large table, chairs, projection facilities. Not currently in use.
15. **Training Room** – used for classroom-based training. A copy of the ‘Facility Security Manual’ has been left in here from a class taught last week.
16. **Training Room** – three programmers are in here, using computer-based learning materials.
17. **Guard Commander’s Office** – used by the sergeant in command of the guard shift.
18. **Security Entrance** – this is the entrance normally used by guard patrols.
19. **Store Room** – almost empty. It contains odds and ends, nothing much of immediate use. There is one black body glove from a stormtrooper’s uniform, but it has a large hole in the seat.
20. **Washroom**
21. **Conference Room** – as room # 14.
22. **Store** – for training materials.
23. **Library** – technical reference works and computer programming theory in the main, mostly as datacards. Desks with datacard readers, printers, etc. Recent journals. A corner of fiction for off-duty use – mostly bodice-rippers and high adventure, including the highly romanticised and inaccurate “Adventures of Shane Carlton of the Rebel Alliance” – this last will cause total collapse in hysterical laughter of any character reading it, it’s that far removed from the truth. One female human is in here, working at a desk.

She is so absorbed in what she is studying that she will not notice characters poking around in here.

24. **Lounge Area** – with a coffee machine and a couple of rather worn sofas. Someone has left a datapad here. It contains several recipes for local vegetables and notes on the distribution schedule for the TIE fighter upgrade.
25. **Computer Room A** – this is one of the programmers' areas. It contains serried ranks of terminals, with a programmer working at each one. They all appear to be working hard, however close observation (Spot, DC 20) will show that one is playing an adventure game. If the party make a noise, they will be noticed and the alarm raised but if they are quiet it is unlikely that they will disturb anyone's concentration.
26. **Lounge Area** – with a coffee machine and a sofa, on which two Twi'leks are seated, engaged in earnest debate over some abstruse point of programming procedure. If the party interrupts them, they will scream and run into room #25 to raise the alarm.
27. **Computer Room B** – this room is also used by programmers, and appears much like room # 25. However, several programmers of different races are clustered in one corner, playing a TIE fighter simulation game. This room is where the TIE fighter codes were written, but the terminals are hard-coded to individual IDs, and to gain access the characters would have to get the co-operation of one of the programmers. The code cylinder they have will not work here; indeed it will trigger an alarm.
28. **Offices** – used by the program team leaders. One office is occupied, by a male black human who is typing furiously (he is overdue on a report he needs to make). His first reaction to an interruption will be irritation, only then will he realise that the party are intruders... and by then any Rebels worth their salt should have dealt with him. He has access to the TIE fighter communications protocols (it was his team who wrote them), and coercion of the 'gun to the head' variety will persuade him to make them available. His name is Tylan Londar.
29. **Housekeeping Stores** – these small rooms are the 'broom cupboards' for the facility, floor polishing robots, cleaning fluids, spare fluorescent tubes for the lights, mops and buckets and the like. There are also two sets of grey coveralls (human size).
30. **Conference Rooms** – for programmers to 'brainstorm' current problems. One is occupied by half a dozen of them who are engrossed in discussing something to do with 'tactical deployment systems.'
31. **Presentation Room** – where lectures are given, etc. A Twi'lek is in here rehearsing her presentation about a new planned maintenance system for AT-ATs. She does not have any information on the TIE fighter protocols, but says that she knows who does. Under pretext of taking the party to him (or fetching him) she'll do her best to raise the alarm. Her name is Siva Smail, and her head-tails are adorned with an intricate pattern in red and yellow.
32. **Storeroom** – containing computer consumables.
33. **Switchgear** – warning signs about electrical danger and 'no unauthorised personnel.'
34. **Male Washroom**
35. **Female Washroom**
36. **Technical Authors' Offices** – these two rooms are occupied by the facilities' technical authors, who are responsible for documenting all the code written by the programmers. One – a small human female with ginger hair – wrote the manual for the TIE fighter communication protocols. She has access to the code, and is secretly a rebel sympathiser. If the party comes in here, she will attempt to convince them of this and ask them to take her with them.
37. **Conference Room** – There is a 'Do Not Disturb' sign on the door. Three humans are in here, interviewing a Twi'lek who is up for promotion. They will sound the alarm if disturbed.
38. **Workshops** – for minor maintenance and repairs to computer equipment.
39. **Storeroom** – computer hardware spares.
40. **Records** – computer maintenance logs and similar bureaucracy.
41. **Storeroom** – maintenance equipment and spares.
42. **Patch Room** – this room is filled with cabling and flashing lights. It's the main hub for the internal network, just about everything connects through here.
43. **Sysop's Office** – the head system operator works here, mostly watching system performance on several large monitors. He's a tall thin human, and really only interested in the continued well being of his beloved computers. Rebels are welcome to steal information, just as long as they leave the systems alone!
44. **Communications Office** – this is the main comms centre, where messages are transmitted and received. A stormtrooper is stationed on guard in here, and the radio watch are also military personnel.
45. **Communications Equipment** – a lone technician is to be found in here, tracking down a minor fault. He is so absorbed in his work that he will not notice anyone looking in, and at most he's likely to ask them to pass a screwdriver!
46. **Operations Centre** – this is where the system operators work. There are normally 3 on duty. One is reading a comic book; the other two are watching monitors. They are hostile towards ANYONE who enters uninvited – the attitude is "If you want something, submit your request through normal channels."

47. **Backup Systems** – primarily for the creation of backup copies, this area also contains sufficient ‘spare’ computer equipment to maintain a skeleton service if the main system goes down. Nobody is in here.
48. **Peripherals** – printers, media duplication machinery, etc. There is a big crate marked “TIE Fighter Upgrades” containing datacards with the new codes, all ready for distribution. Nobody is in here.
49. **Workshop** - various machine tools, etc. A man in here is using an arc-welding rig; he appears to be making some kind of framework. (It’s a rack for the server farm actually.)
50. **Paper Store** – printer paper, etc.
51. **Machine Room Lobby** – staff are supposed to remove outer garments and put on coveralls before proceeding into the Machine Room. It’s not quite a ‘clean room’ environment, but fairly close.
52. **Machine Room** – lots of big computers whirring and flashing away to themselves. Think movie-style computer equipment, not real-life file servers!
53. **The Dumpster**
54. **Back Door** – as described in the original briefing. Light over it, keypad beside it.
55. **Storeroom** – catering dry goods.
56. **Kitchen** – three cooks are in here, busy working on the next meal (determine according to what time of day it is when the party looks in!). Their reaction to intrusion is “It will be ready when it’s ready” and “Get *OUT* of the kitchen!” – but they will defend themselves with kitchen knives, rolling pins, etc. if attacked.
57. **Senior Officers’ Dining Room** – very nice. They get proper sit-down service in pleasant surroundings.
58. **Senior Lounge** – again pleasant with sofas, entertainment equipment and a wet bar.
59. **Troopers’ Lounge** – far more Spartan, with rather tatty lounge chairs and a big screen on the wall, next to a big picture of the Emperor, of course.
60. **Chefs’ Office** – mostly, truth be told, used as a lounge. Files of recipes and menus, order books for food, etc. The Head Chef is in here, fast asleep. She won’t appreciate being disturbed.
61. **Cold Store** – for food and drink.
62. **Chefs’ Bunkroom** – sleeping quarters for 8 cooks. Two are asleep in here.
63. **Washroom**
64. **Head Chef’s Quarters** – includes bed, office and lounge areas.
65. **Empty Room**
66. **Entertainment Store** – mostly music and visual recordings for playback in the lounges.
67. **Gymnasium** – exercise machines, weights and sufficient space for organised PT for the stormtroopers.
68. **Shower Room**
69. **Locker Room**
70. **Sports Officer’s Office** – desk, chair, books and other resources about physical training and sports. The Sports Officer, who is in here wearing a tracksuit and reviewing some records, obviously takes his duties seriously and seeks to make maintaining fitness fun as well as rigorous.
71. **Sports Equipment Store**
72. **Stormtroopers Bunkrooms** – each accommodates various numbers, in bunk beds with lockers for their personal possessions.
73. **Civilian Employees’ Bunkrooms** – not much less crowded than the stormtroopers’ quarters, but there has been some small attempt to make them a bit more pleasant than a barracks!
74. **Sergeants’ Bunkroom** – the sergeants have a little more room than the troopers, but it is still a barrack.
75. **Base Commandant’s Quarters** – from the evidence in here, her hobby is painting. There are some quite nice local landscapes, as well as paintings from previous postings.
76. **Officers’ Quarters** – although they share, they are allowed more space, and to have their personal possessions spread out rather than stored away in lockers.
77. **Washroom**
78. **Guardroom** – this is the main administrative office for the stormtrooper contingent. For this and the following rooms, see **Scene 7 B: Rescue Attempt** for further details.
79. **Cells** – mostly used for stormtroopers locked up for minor infractions.
80. **Washroom** – for prisoners.
81. **Interrogation Room**
82. **Holding Cell** – this is where captured characters will be placed. See **Appendix 1: Arrested – Arrest and Interrogation** for details.
83. **Armoury** – a stormtrooper technician is at work in here, servicing blaster rifles.
84. **Holding Cell** – this has been converted into an almost comfortable room and is where Jastina Clines is being held. The door is, of course, locked and requires a swipe card to open it.
85. **Storeroom** – possessions of any captured characters will be placed in here.

### Typical NPCs in the Complex

**Programming Staff:** Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Colourful clothing, swipecard (access to computer), datapad.

**Skills:** Profession: Programmer +5

Programmer                      WP 00000 00000

**Support Staff, e.g. Cook:** Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Chef's uniform, swipecard, datapad with recipes.

**Skills:** Profession: cook+3

Cook

WP 00000 00000

Substitute appropriate skills as necessary.

For Stormtroopers or Officers, use statistics as given in **Scene # 3**.

## Scene 6: Alarm!

If at any time while they are in the data processing facility you determine that an alarm has been sounded, this is what will happen: -

- A siren sounds.
- All doors lock automatically.
- All entrances out of the building seal – blast shutters come down.
- All stormtroopers get into full armour and assemble in the Gymnasium (Room # 67), from where they are sent out once the location of the alarm is determined.
- All civilian employees go to their normal workstations.
- The computer system makes an automatic backup.
- An automatic distress signal is sent out from Communications.
- Flashing alert lights everywhere.

A fire alarm is similar, except that it is signalled by bells rather than by a siren, and doors do not lock. The computer makes an automatic backup and then shuts down. The assembly point is outside the main entrance (location # 7) and a roll is called. Stormtroopers are sent to search for anyone who does not report in. A stormtrooper firefighting team goes to the reported scene of the fire to put it out.

Stormtroopers patrol to the location of the alert in appropriate numbers – a report of half a dozen intruders will see ten sent immediately and a further squad of ten as backup.

**Stormtrooper:** Human Thug 3; Init +0; Defence 14 (+4 armour); Spd 10m; VP/WP 0/12; Atk +3 melee (1d3, punch), +3 ranged (3d8, blaster rifle); SQ Immunities; SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Stormtrooper armour, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

**Skills:** Climb +3, Intimidate +4, Jump +3, Knowledge: Imperial Army +2, Profession: Stormtrooper +4, Spot +2.

**Feats:** Armour proficiency (light), Armour Proficiency (medium), Armour Proficiency (powered), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (simple weapons).

Stormtrooper # 1:	WP: 00000 00000 00
Stormtrooper # 2:	WP: 00000 00000 00
Stormtrooper # 3:	WP: 00000 00000 00
Stormtrooper # 4:	WP: 00000 00000 00
Stormtrooper # 5:	WP: 00000 00000 00
Stormtrooper # 6:	WP: 00000 00000 00
Stormtrooper # 7:	WP: 00000 00000 00
Stormtrooper # 8:	WP: 00000 00000 00
Stormtrooper # 9:	WP: 00000 00000 00
Stormtrooper # 10:	WP: 00000 00000 00

## Scene 7: Detention Area

The characters will either come here by getting arrested or by deciding to attempt to rescue Jastina Clines.

### A. Arrest and Interrogation

The characters are taken to a large bare room. An Imperial officer sits behind a desk, and 12 stormtroopers line the walls. There is nowhere for the characters to sit.

*“Right – I need to know who you are,” says the officer, flatly.*

Allow the characters to offer whatever explanation they please, the officer listens impassively whatever they say. He will not answer any questions – not the clichéd “I’ll ask the questions” routine, he just ignores them.

When they have finished, he asks why they did whatever it was that got them arrested. Again he listens impassively, and after they have offered whatever explanations they wish: -

*“Very well. Your responses have been recorded. They will be reviewed, and when it has been decided how to deal with you, you will be informed. That is all.”*

*He gets up and leaves the room without a backwards glance. The stormtroopers also leave, locking the door behind them.*

This is Room # 82 on the facility map. Once the stormtroopers have left, the characters will be able to

look around. It is totally bare apart from a desk and a single chair. Bare duracrete walls, floor and ceiling; a single light fitting flush with the ceiling. There is also a camera in the corner.

However, routine maintenance has been somewhat lacking. Alert characters (Spot, DC 15) will notice that the panel on the door access control is a bit loose – this room wasn't always a holding cell and the modifications to the door controls were done in haste! A successful Disable Device roll (DC 20) will enable the characters to gain access to and bypass the lock mechanism and open the door.

They may then proceed to move around the building. Any equipment or weapons removed during search will be stored in Room # 85. The door of this room is not locked.

Note that their disappearance will be noticed within 1d10 minutes, and an alert will be sounded. Go to **Scene 6: Alarm!**

### **B. Rescue Attempts**

To enter this area, the characters need to get through the Guardroom (Room # 78). There are a couple of military clerks in here, responsible for the orderly running of the stormtrooper contingent. They have basic military training but their preferred course of action is to sound an alert rather than get involved in a brawl themselves. The party may wish to use force or guile, if the latter then reward a good idea by allowing them to con the clerks that they do have a valid reason to be there.

Enquiries about Jastina Clines reveal that the clerks have grown quite fond of her, and have been smuggling in toys and books to keep her amused. Their names are Hervey Douglas and Mir Vladick, should anyone ask.

Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Uniform, swipecard (access to Rooms # 77 through 85).

Skills: Computer Use +1, Profession: clerk +3.

Hervey Douglas:	WP 00000 00000
Mir Vladick:	WP 00000 00000

The clerks' first reaction upon being attacked will be to attempt to hit the alarm button.

The room does not contain much of interest or use: assorted military paperwork and records in the main.

The rest of this area is bare duracrete. The cells are barred cubes – no walls, no privacy for the occupants.

Only one is occupied, by a man wearing a black body glove, who is fast asleep and snoring loudly. He is a stormtrooper who got drunk, and is sleeping it off.

Jastina is in **Room # 84**. Attempts have been made to make it more comfortable, with a colourful rug, an entertainment system and some books and toys. Jastina is curled up reading – and will naturally be delighted to see someone other than the stormtroopers and clerks who have been looking after her. She will bounce excitedly around, asking if the party are going to take her “home to Daddy” straight away. Once she calms a little, she behaves more sensibly, and will follow directions and remain quiet. However, if gunfire breaks out, she'll seek the nearest hiding spot and not want to come out again until the fight is over.

**Room # 83** is an armoury, and contains a single technician. He is servicing blaster rifles and has one disassembled on the workbench in front of him. He is absorbed in his work and will not notice characters looking in unless they do something to gain his attention. Even if they do, he is wearing a magnifying headset and cannot make out who is looking in the door. However, when he does realise that it is intruders, not a stormtrooper wanting something, he will attack with the first tool that comes to hand... a screwdriver. His objective is to get to the guardroom to raise an alarm.

**Gleeson Wells**, Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Uniform, swipecard (access to Rooms # 77 through 85).

**Skills:** Computer Use +1, Profession: armourer +3, Repair +2.

Gleeson Wells: WP 00000 00000

## **Scene 8: The Core**

While the characters may be able to gain the information they need from other locations – the stack of distribution disks in Room # 48, for example, or by browbeating a programmer – their main objective is Room # 52, where the main computers themselves are to be found.

As noted above, this room is more like a movie idea of a computer than a real-life server farm. Unlike most of the building, this room is lined with white panels and the floor is carpeted. In the centre of the room, a single terminal sits on a desk, with a chair in front of it. A technician is seated there, back to the door, busy typing away (she is rewriting part of the database system to make it easier to make quick

enquiries, if you must know). Being slightly deaf, the characters need only a Move Silently roll at DC 10 to sneak up on her and surprise her. She is pragmatic enough to realise that there isn't much she can do about these people if they have reached this far, although she will be looking for any opportunity to run off that presents itself. She does not want to help the party, though, however an Intimidate roll of DC 15 will convince her that it's in her best interests to do so. She can extract the TIE fighter communication protocols and shut the system down, if asked to do so – she will not volunteer either.

**Tasha Tamazarian**, Human Commoner; Init +0; Defence 10; Spd 10m; VP/WP 0/10; Atk +0 melee (1d3 punch); SQ none; SV Fort +0, Ref +0, Will +0; SZ M; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

**Equipment:** Datapad, systems manual, swipecard (access to all computer rooms).

**Skills:** Computer Use +6, Profession: Analyst/Programmer +8.

Tasha Tamazarian: WP 00000 00000

Alternatively, the characters will be able to access the system themselves using the code cylinder provided with a Computer Use roll at DC 20. A second roll, at DC 25, is necessary to locate and download the TIE fighter communication protocols.

This is also the best location for the characters to plant their charges – detonating them here will accomplish that part of their task. Other options may be to take out the fusion reactor (Room # 1) but unless the backups are also destroyed the Empire will be able to re-establish the facility without undue delay.

## Scene 9: We're Leaving

Once the characters have accomplished their tasks – extract TIE fighter communications protocols, set demolition charges and (if they decide to do so) rescue Jastina Clines – they will want to leave. Use the details in **Scene 5: Getting Around** to determine what they see and where they go; remembering that if they leave anyone they have encountered in a position to do so, they will lose no time in raising the alarm.

However, unless an alarm has been raised, impress upon them that the place seems a bit quiet. The usual stormtrooper patrols are absent; they do not need to dodge anyone.

If they leave by any exit that affords a view of the area outside the main entrance, they will see the reason why. Just about all the stormtroopers are lined

up on parade as a landspeeder arrives bearing an Imperial Grand Moff.

Characters who arrived here in their own vehicles should find their transportation where they left it – unless they did not do an adequate job of concealing it. However, if they were brought here under arrest, they will have to acquire transportation back to Tazan City.

## Appendix 1: Arrested

### Arrest in Space

Should the characters in some way arouse the suspicions of the Imperial boarding party, choose not to comply with instructions or suffer some mishap like their forged documents failing to pass inspection; they will find themselves under arrest. Use discretion, if one character makes a particular nuisance of himself, then he alone will be arrested; but if the whole party are involved take them all in.

Arrested characters are taken at gunpoint to the holding area on the *Eye of the Storm*. This is similar to the prison area on the Death Star as depicted in *Star Wars Episode IV: A New Hope*, but not so extensive. Characters will be searched, and left only with their clothes, all weapons and equipment being removed. They will be placed in individual cells, but are not questioned at this point.

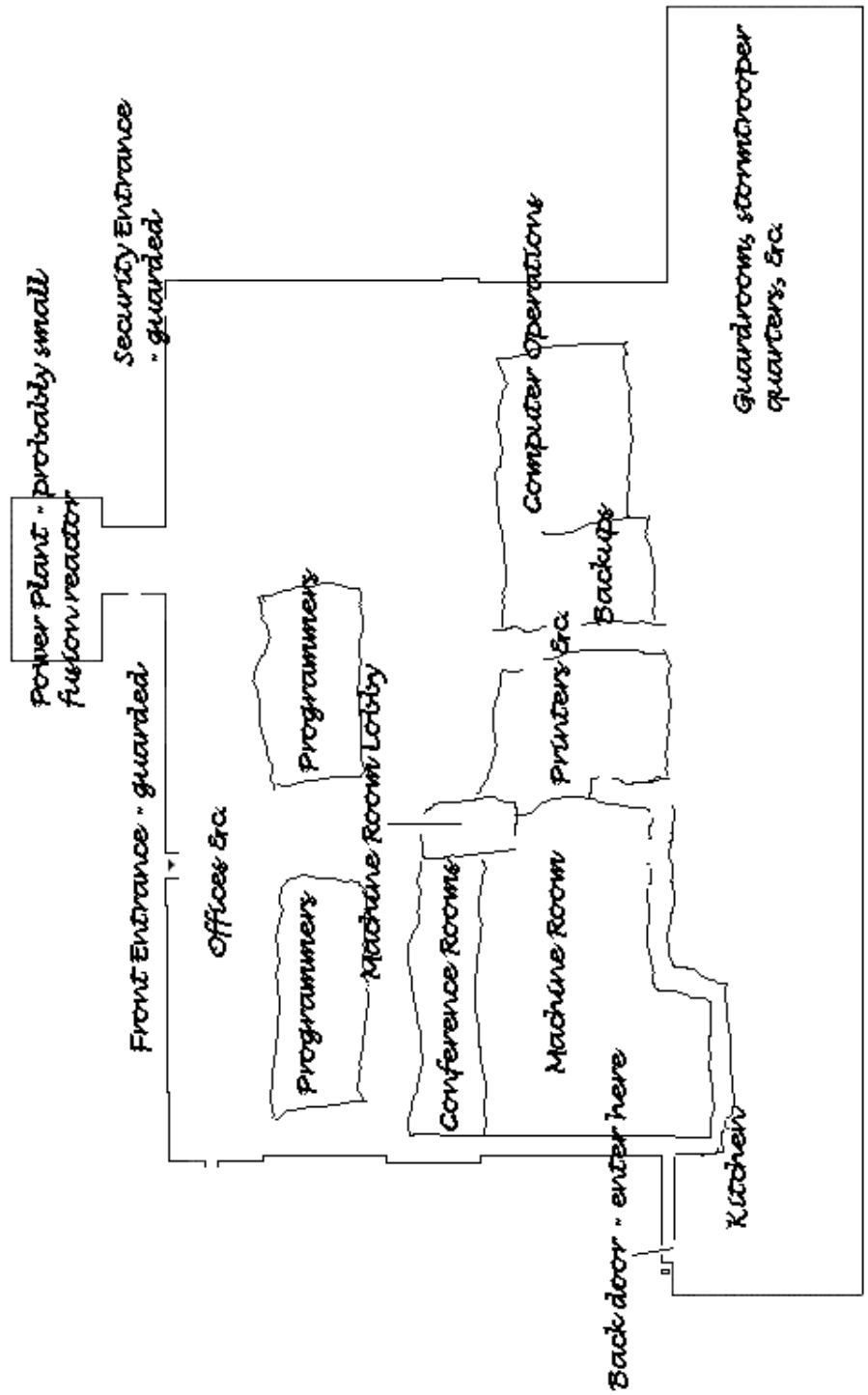
Some time later – by which time they are getting hungry and thirsty – all the prisoners are escorted to a launch, again under guard (magnacuffs for the Wookiee and anyone else who shows signs of being argumentative), and taken down to the surface, landing on a strip carved out of virgin forest near a large duracrete building, and are hustled inside – **go to Scene 7 A: Arrest and Interrogation.**

### Arrest Outside the Imperial Facility

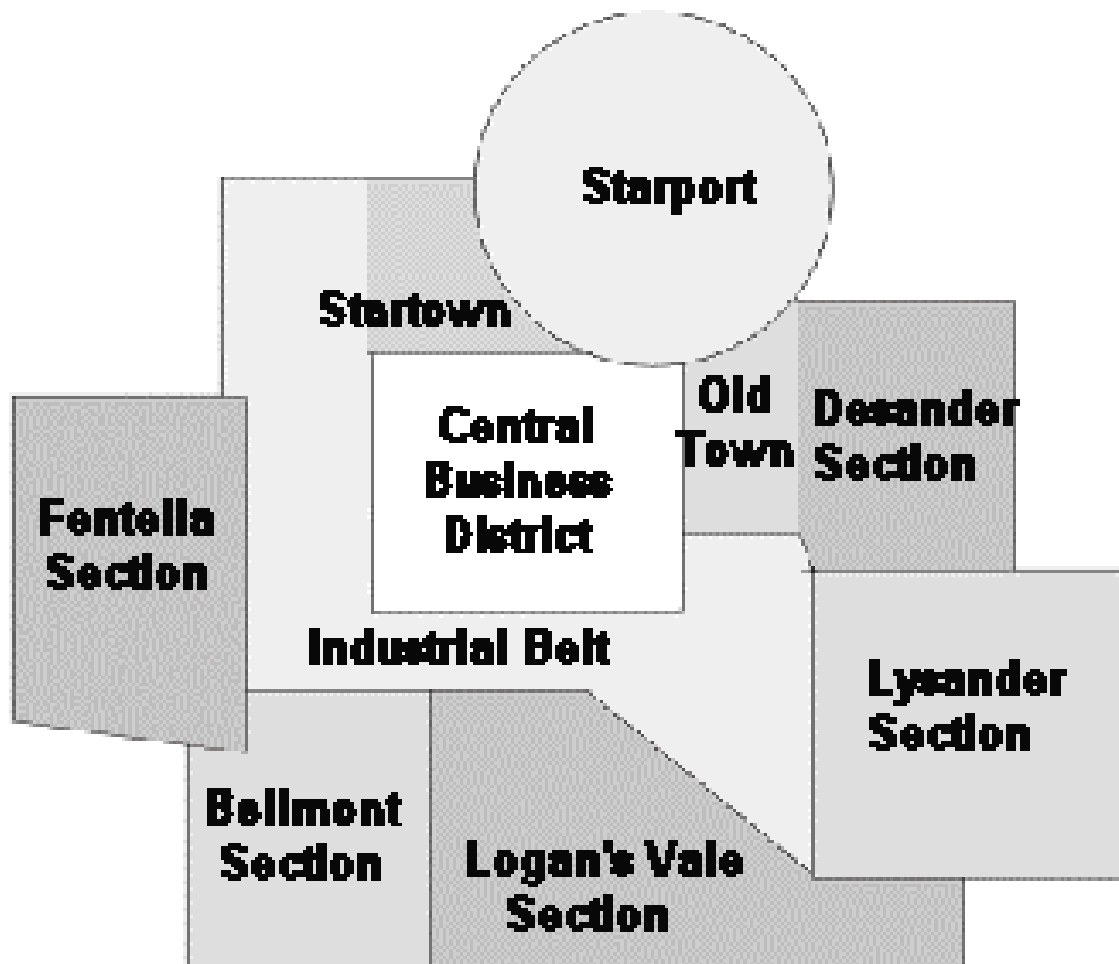
If the characters are arrested anywhere on Tazan's surface, but outside the data processing centre, they will be searched and all weapons and other equipment will be removed. If the arrest is as a result of combat, all will be restrained as well. (It is likely that the Wookiee will be restrained whatever the circumstances, Imperials tend to get nervous around Wookiees!)

The arrested characters may be briefly questioned, probably not more than being asked to identify themselves, and then transported under guard from the scene of their arrest out into the forest, landing near a large duracrete building. They are hustled inside – **go to Scene 7 A: Arrest and Interrogation.**

Handout # 1: Sketch of the Data Processing Facility

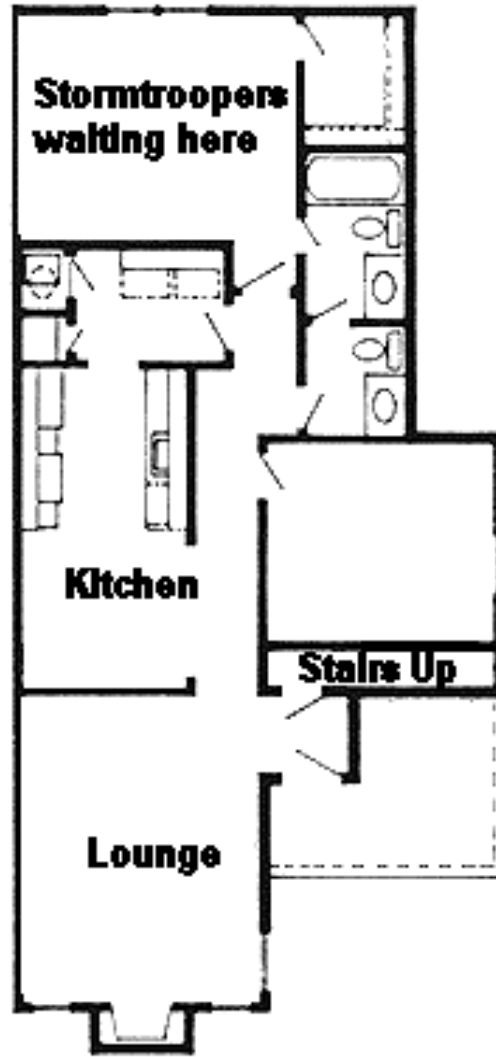


Handout # 2: Tazan Starport and Surrounding Area

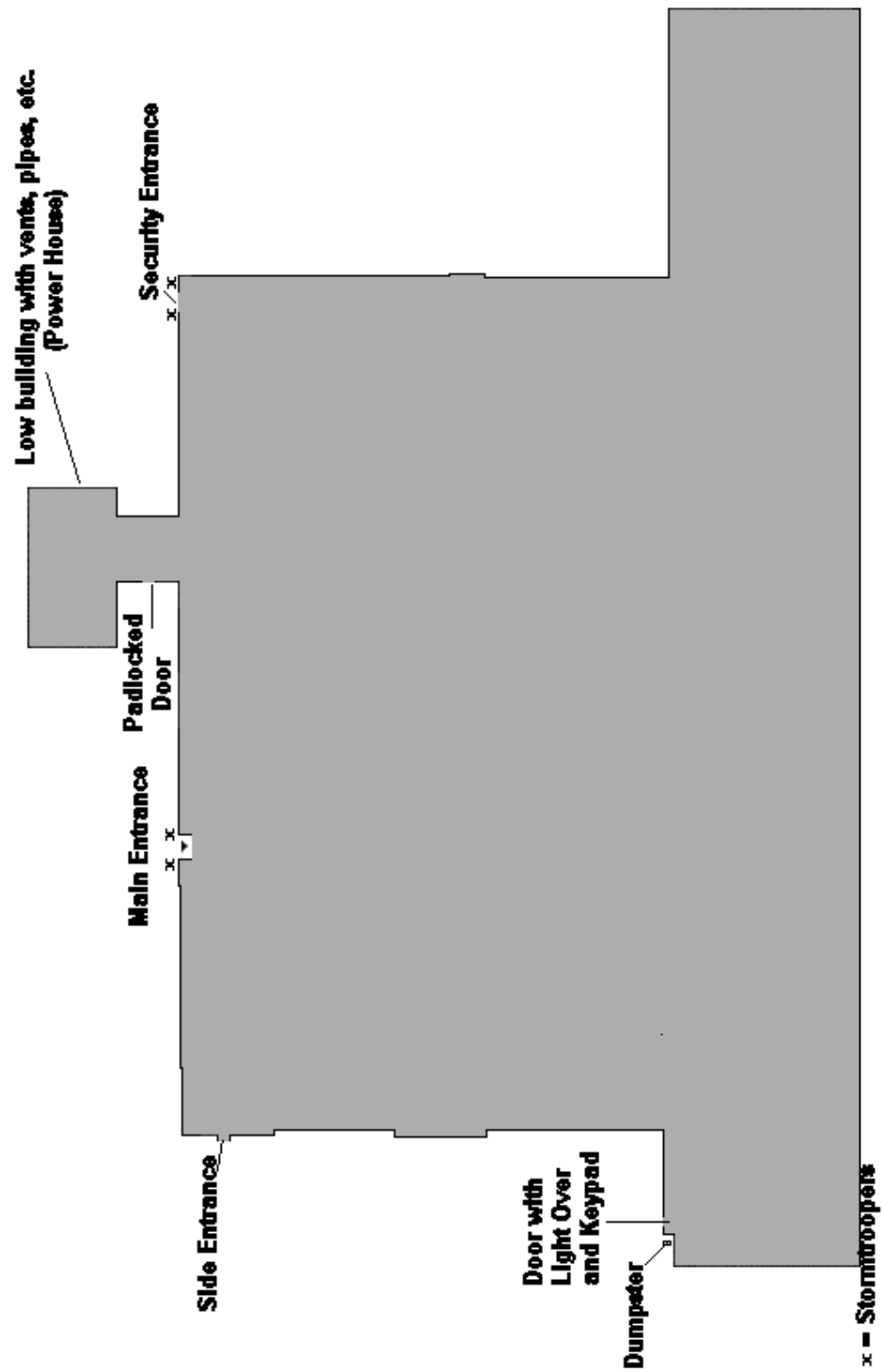




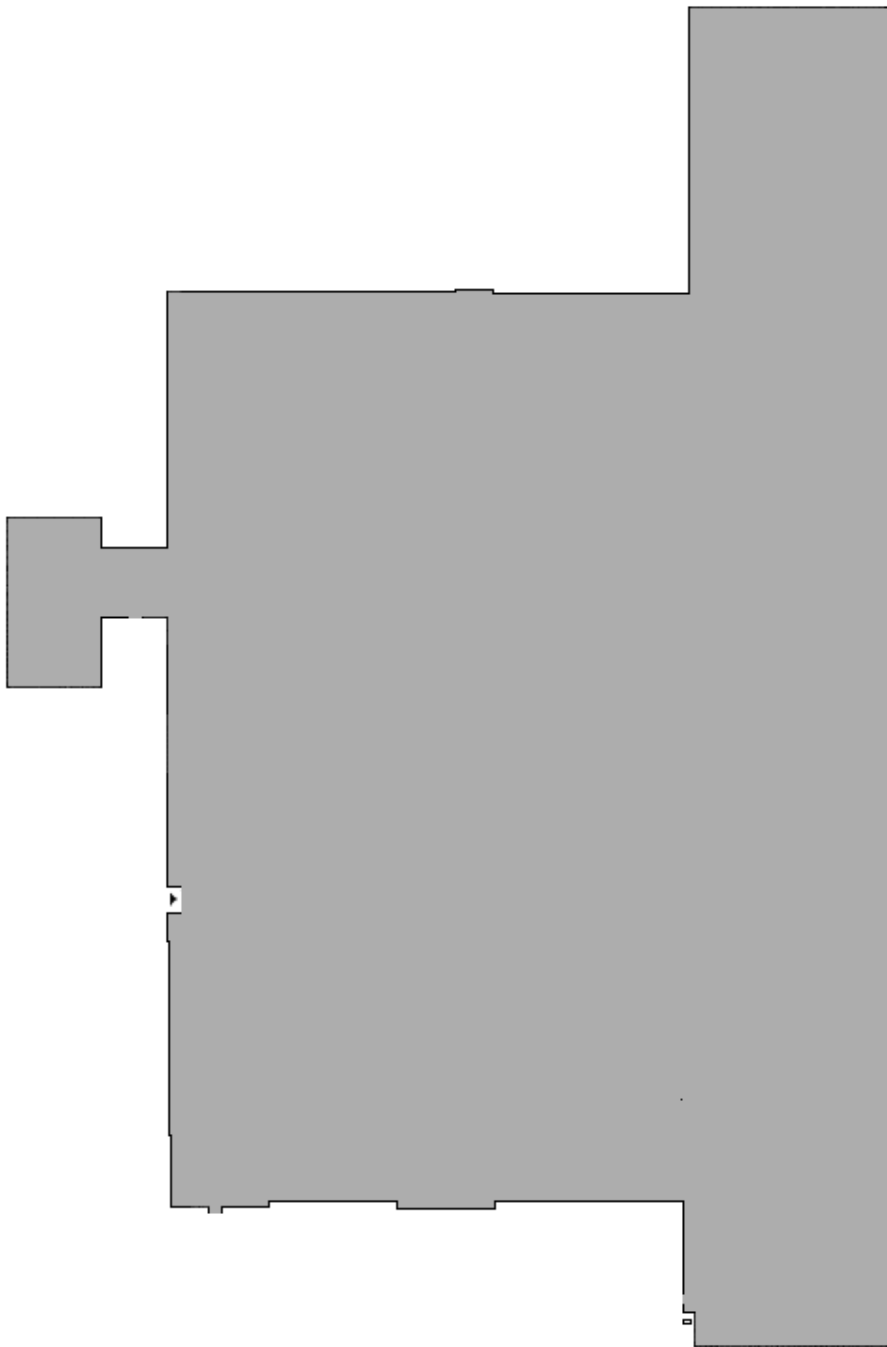
Handout # 3: Willer Clines' House



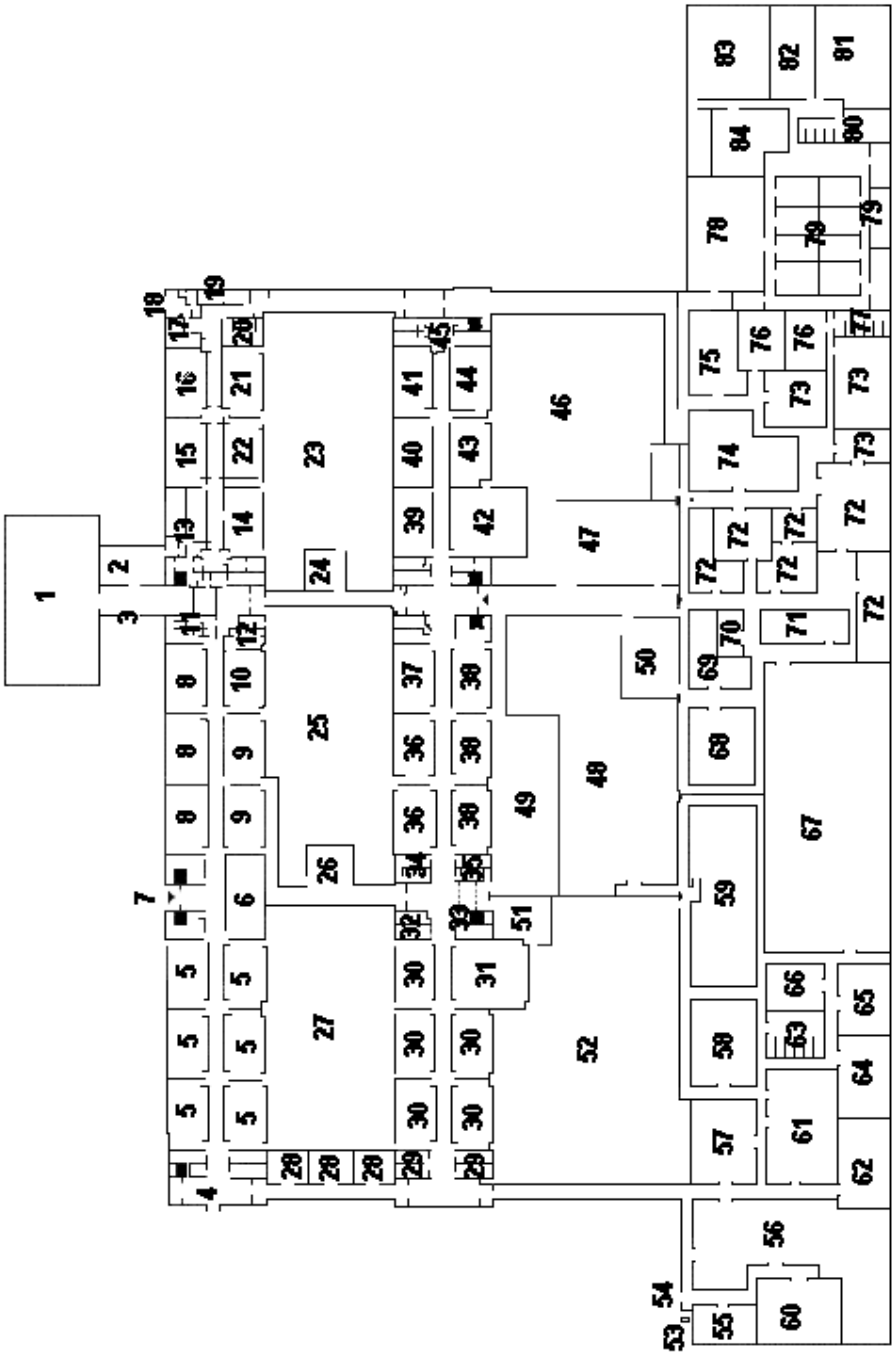
Handout # 4: Imperial Data Processing Facility, External View (GM's Copy)




**Handout # 4A: Imperial Data Processing Facility, External View (Players' Copy)**



Handout #5: Imperial Data Processing Facility – Internal Plan



Name: Annabel Blaine															
Class: Force Adept/Scoundrel					Level										
Species: Human					Character: 4 Class: 2/2										
Age	Gender	Height	Weight	Eyes	Hair	Skin									
26	Female	5'7"	150lbs	Blue	Blond	Fair									
	Score	Ability Mod	Temp score	Temp Mod	Vitality		25		Wounds		10				
STR	15	+2			Defence		Total	Current			Tot	Cur	Vit.		
DEX	16	+3			Speed		+22	=+10	+9		+3	0	0		
CON	10	0			Base Attack		Total		Class	Kit	Dex	Size	Misc		
INT	12	+1					10m	Initiative		+3	+3				
WIS	12	+1					Reputation								
CHA	14	+2					+2								
Force Points		2		Light Side Dice		1d6		Dark Side Dice		2d6		Dark Side Points			
Saves		Total	Base	Ability	Misc	Skills									
Fortitude		+2	+2	+0		Skill		Ability	Rank	Misc	Modifier				
Reflex		+8	+5	+3		Appraise		+1			+1				
Will		+4	+3	+1		Astrogate									
Melee Attack Bonus		Total	Base	Str Mod	Size Mod	Misc Mod	Bluff		+2	+6		+8			
		+4	+2	+2			Climb		+2	+10		+12			
							Computer Use		+1			+1			
							Craft		+1			+1			
Ranged Attack Bonus		Total	Base	Dex Mod	Size Mod	Misc Mod	Demolitions								
		+5	+2	+3			Diplomacy		+2			+2			
							Disable Device								
							Disguise		+2	+3		+5			
Weapon		TAB		Damage		Crit		Entertain		+2			+2		
Lightsabre		+4		2d8		19-20		Escape Artist		+3			+3		
Range	Weight	Type	Size	Special		Forgery		+1	+6		+7				
-	1kg	E	M			Gather Info.		+2			+2				
Weapon		TAB		Damage		Crit		Hide		+3	+4	+2	+9		
Blaster Pistol		+5		3d6		20		Intimidate		+2			+2		
Range	Weight	Type	Size	Special		Jump		+2	+3		+5				
10m	1kg	E	S	Stun 1d6/DC 15		Knowledge									
Weapon		TAB		Damage		Crit		Listen		+1	+3		+4		
Blaster Pistol		+5		3d6		20		Move Silently		+3		+2	+5		
Range	Weight	Type	Size	Special		Pilot		+3			+3				
10m	1kg	E	S	Stun 1d6/DC 15		Profession									
Armour		Type		Armour Bonus		Max Dex Bonus		R/W							
Blaster Pistol		+5		3d6		20		R/W							
Penalty	Speed	Wt	Size	Special		Repair									
						Ride		+3			+3				
Illicit Barter: +5 to Diplomacy checks when trading in illegal goods.						Search		+1	+6		+7				
Better Lucky Than Good: May reroll any one roll						Sense Motive		+1	+8		+9				
Notes						Sleight of Hand									
						Speak									
						Spot		+1	+3		+4				
						Survival		+1			+1				
						Swim		+2			+2				

per session, but must accept the second result.	Treat Injury	+1			+1
	Tumble				

Campaign: The Ultimate Core Dump		Feats/Special Abilities					
Experience Points:		Acrobatic		Shot on the Run			
Gear		Alertness		Power Attack			
Lightsabre Blaster pistol Comlink Electrobinoculars		Ambidexterity		Cleave			
		Animal Affinity		Great Cleave			
		Armour Prof (Light)		Quick Draw			
		AP (Medium)		Quickness			
		AP (Heavy)		Run			
		AP (Powered)		Skill Emphasis			
		Athletic		Skill Emphasis			
		Blind-Fight		Sharp Eyed			
		Cautious		Spacer			
		Dodge		Starship Dodge			
		Mobility		Starship Operation			
		Spring Attack		Starship Operation			
		Whirlwind Attack		X Stealthy			
		Endurance		Toughness			
		X Exotic Weap Prof*		Track			
		Expertise		Trustworthy			
		Fame		Two Weapon Fighting			
		X Force Sensitive		Imp. 2 Weap. Fight.			
		Frightful Appearance		Weapon Finesse			
		Gearhead		Weapon Finesse			
		Great Fortitude		Weapon Focus			
		Heroic Surge		Weapon Focus			
		Improved Initiative		X Weapon Group Simple			
		Infamy		X Weap. Gp: Blaster Pistol			
		Iron Will		X Weap. Gp: Primitive			
		Lightning Reflexes		Weapon Group			
		Low Profile		Weapon Group			
Martial Artist		Zero-G Combat					
Mimic							
Nimble							
Persuasive							
Credits		Point Blank Shot					
		Far Shot					
		Precise Shot					
		Rapid Shot		* Lightsabre			
		Multishot					
Languages		Force Skills					
Basic Shyriiwook		Skill	Feat	Ability Mod	Ranks	Misc. Mod.	Skill Mod.
		Affect Mind	Alter	+2	2		+4
		Battlemind	Control				
		Empathy	Force	+1	3		+4
		Enhance Ability	Force				
		Enhance Senses	Sense				
Farseeing		Sense					
Force Feats		Fear	Sense				
X Alter		Force Defence	Control				
Force Lightning		Force Grip	Alter				
Force Whirlwind		Force Push	Alter				
Throw Lightsabre		Force Stealth	Control				
Control		Friendship	Force	+2	1		+3
Burst of Speed		Heal Another	Alter				
Knight Speed		Heal Self	Control				
Master Speed		Move Object	Alter	+1	1		+2
Dissipate Energy		See Force	Sense				

Lightsabre Defence	Telepathy	Sense				
Knight Defence	<b>Notes</b>					
Master Defence						
Prolong Force						
Force Mastery						
High Force Mastery						
X Sense						
Deflects Blasters						
Force Mind						
Knight Mind						
Master Mind						

## Annabel Blaine

Raised as daughter of an ‘independent trader’ (or so YOU maintained, many said he was a pirate), you were fascinated from an early age by holovids of Jedi warriors of old. When your father died in a skirmish with a squadron of TIE fighters you joined the Rebel Alliance to seek vengeance.

However, you met with others who practised the long-lost disciplines of the Jedi and discovered that you yourself were talented in that direction. Under their tutelage you have already constructed a lightsabre and are learning to use both it and the powers of your mind as you grow in the Force.

The one problem is that you cannot lay aside your past. Sometimes the best, the most pragmatic way of accomplishing your tasks is not the one that you feel would please your mentors... but if it gets the job done, is that not more important?

### Your fellows


**Falyeh Keth:** Gungans annoy you. Everybody else in the Galaxy has managed to speak Basic properly. And he will never take anything seriously; it’s all a game to him. Still, all creatures are components of the Force, even him.

**Grease:** He always seems to be underfoot and that fur gets everywhere, but he is at least good at getting things to work.

**Neil Orr:** He’s quite sweet, a bit like you might have been had you not begun to follow the ways of the Force. You enjoy his company, and wouldn’t object to taking matters a bit further some quiet evening.

**Cindy O’Shaunessy:** A good sort, if a bit intense at times. It’s a refreshing change to find a medic who is prepared to get out there and ‘mix it’ – too many of the Rebel medics are starry-eyed idealists who won’t get their hands dirty.

**Zathras Yellan:** You find it difficult to understand his motivations – he keeps saying that he didn’t want to fight FOR a cause as impersonal as the Empire and yet here he is fighting for a similarly idealistic concept AGAINST the Empire. Maybe it is just the soldier mentality that you struggle with.

Name: Cindy O'Shaunessy														
Class: Fringer (Medic)					Level									
Species: Human					Character: 5 Class: 5									
Age	Gender	Height	Weight	Eyes	Hair	Skin								
27	Female			Brown	Red	Freckled								
	Score	Ability Mod	Temp score	Temp Mod	Vitality	42	Wounds		12					
STR	11	0			Defence	Total	Current		Tot	Cur	Vit.			
DEX	15	+2				17	=+10	+5		+2				
CON	12	+1				Total		Class	Kit	Dex	Size	Misc		
INT	17	+3												
WIS	16	+3			Speed	10m	Initiative							
CHA	12	+1			Base Attack	+3	Reputation							
Force Points		1		Light Side Dice			Dark Side Dice			Dark Side Points				
Saves		Total	Base	Ability	Misc	Skills								
Fortitude		+5	+4	+1		Skill	Ability	Rank	Misc	Modifier				
Reflex		+5	+3	+2		Appraise	+3			+3				
Will		+4	+1	+3		Astrogate								
						Bluff	+1	+4	+2	+7				
Melee Attack Bonus	Total	Base	Str Mod	Size Mod	Misc Mod	Climb	0			0				
	+3	+3	0	0		Computer Use	+3	+4		+7				
						Craft	+3			+3				
						Demolitions								
Ranged Attack Bonus	Total	Base	Dex Mod	Size Mod	Misc Mod	Diplomacy	+1	+4	+2	+7				
	+5	+3	+2	0		Disable Device								
						Disguise	+1			+1				
						Entertain	+1			+1				
Weapon		TAB		Damage	Crit	Escape Artist	+2			+2				
Blaster Pistol		+5		3d6	20	Forgery	+3			+3				
Range	Weight	Type	Size	Special		Gather Info.	+1	+4	+2	7				
10m	1kg	E	S	Stun 1d6/DC 15		Handle Animal								
						Hide	+2			+2				
Weapon		TAB		Damage	Crit	Intimidate	+1		+2	+3				
Knife		+3		1d4	20	Jump	0			0				
Range	Weight	Type	Size	Special		Knowledge								
2m	1kg	P	S			Listen	+3	+8	+2	+13				
Weapon		TAB		Damage	Crit	Move Silently	+2	+4		+6				
						Pilot	+2	+8		+10				
Range	Weight	Type	Size	Special		Prof: Doctor	+3	+8		+11				
						R/W								
						R/W								
Armour		Type	Armour Bonus	Max Dex Bonus		Repair								
						Ride	+2			+2				
Penalty	Speed	Wt	Size	Special		Search	+3	+8	+2	+13				
						Sense Motive	+3	+4	+2	+9				
<b>Notes</b>  Barter - +5 to Diplomacy checks when attempting to trade.						Sleight of Hand								
						Speak								
						Speak								
						Spot	+3	+8	+2	+13				
						Survival	+3		+2	+5				



Jury Rig - +2 to Repair rolls when Jury Rigging.	Swim	0			0
	Treat Injury	+3	+8		+11
	Tumble				

Campaign:	<b>Feats/Special Abilities</b>	
Experience Points:	Acrobatic	Shot on the Run
<b>Gear</b>	X Alertness	Power Attack
Blaster Pistol Knife Datapad Comlink 4 medpacs	Ambidexterity	Cleave
	Animal Affinity	Great Cleave
	Armour Prof (Light)	Quick Draw
	AP (Medium)	Quickness
	AP (Heavy)	Run
	AP (Powered)	Skill Emphasis
	Athletic	Skill Emphasis
	Blind-Fight	X Sharp Eyed
	Cautious	Spacer
	Dodge	Starship Dodge
	Mobility	Starship Operation
	Spring Attack	Starship Operation
	Whirlwind Attack	Stealthy
	Endurance	Toughness
	Exotic Weap. Prof.	Track
	Expertise	X Trustworthy
	Fame	Two Weapon Fighting
	Force Sensitive	Imp. 2 Weap. Fight.
	Frightful Appearance	Weapon Finesse
	Gearhead	Weapon Finesse
	Great Fortitude	Weapon Focus
	Heroic Surge	Weapon Focus
	Improved Initiative	X Weap Gp Simple
	Infamy	X Weap Gp Blaster Pistols
	Iron Will	Weapon Group
	Lightning Reflexes	Weapon Group
	Low Profile	Weapon Group
	Martial Artist	Zero-G Combat
	Mimic	
	Nimble	
	X Persuasive	
<b>Credits</b>	Point Blank Shot	
	Far Shot	
	Precise Shot	
	Rapid Shot	
	Multishot	
<b>Languages</b>	<b>Notes</b>	
Basic		

## Cindy O'Shaunessy

Always interested in the practice of medicine, you joined the Rebel Alliance under the influence of your professor of medicine. At the time, politics were not important in your life; you were more interested in saving lives. Over the past couple of years you have seen the callous nature of the Empire at first hand, and are now dedicated to its overthrow. You have taken an increasingly active role, no longer content to sit in an Alliance medical facility waiting for the wounded to be brought to you. Now you prefer to go out with combat teams and support them in the field.

### Your fellows


**Annabel Blaine:** You'd like to be friends with her, but she seems to shy away sometimes. Perhaps it's that 'Force' that seems to be so real for her. You've heard the expression often enough, but it has never been much use when all that seems to prevent a patient slipping into the hereafter is your own dexterity and skill.

**Falyeh Keth:** He fascinates you. The first Gungan you've met, his physiology and anatomy are fascinating. His outlook on life is equally interesting, and you are coming to believe that his light-hearted approach is just a cover for a more serious dedication to the overthrow of the Empire.

**Grease:** A good sort, Grease is always helpful and is willing to help out when you need anything.

**Neil Orr:** Most of the time he seems to be an air-head, interested only in flying. But you have begun to discover the underlying serious side, the motivations that have brought him here...

**Zathras Yellan:** He's a soldier. And soldiers kill that which you have devoted your life to keeping alive. He may be useful but you do not have to like him, just work with him.

Name: Falyeh Keth														
Class: Scoundrel					Level									
Species: Gungan					Character: 4 Class: 4									
Age	Gender	Height	Weight	Eyes	Hair	Skin								
28	Male	1.8m	78kg	Green	-	Green								
	Score	Ability Mod	Temp score	Temp Mod	Vitality	29	Wounds		16					
STR	14	+2			Defence	Total	Current		Tot	Cur	Vit.			
DEX	12	+1				17	=+10	+6		+1	0			
CON	16	+3				Total		Class	Kit	Dex	Size	Misc		
INT	10	0												
WIS	11	0			Speed	10m	Initiative		+1	+1				
CHA	11	0			Base Attack	+3	Reputation		Total	Dex	Misc			
Force Points		1		Light Side Dice		Dark Side Dice		Dark Side Points						
Saves		Total	Base	Ability	Misc	Skills								
Fortitude	+4	+1	+3		Skill	Ability	Rank	Misc	Modifier					
Reflex	+6	+4	+1	+1	Appraise	0			0					
Will	+1	+1	0		Astrogate									
Melee Attack Bonus	Total	Base	Str Mod	Size Mod	Misc Mod	Bluff	0		0					
	+5	+3	+2			Climb	+2		+2					
						Computer Use	0	+5	+2	+7				
						Craft	0		0					
Ranged Attack Bonus	Total	Base	Dex Mod	Size Mod	Misc Mod	Demolitions	0	+7	+3	+10				
	+4	+3	+1			Diplomacy	0		0					
						Disable Device	0	+7	+3	+10				
						Disguise	0		0					
Weapon	TAB		Damage	Crit	Entertain	0		0						
	+4		3d6	20	Escape Artist	+1		+1						
Blaster Pistol					Forgery	0	+7	+7						
Range	Weight	Type	Size	Special	Gather Info.	0	+7	+7						
10m	1kg	E	S	Stun 1d6/DC 15	Handle Animal									
Weapon	TAB		Damage	Crit	Hide	+1		+1						
	+5		1d4+2	20	Intimidate	0		0						
Knife					Jump	+2		+2						
Range	Weight	Type	Size	Special	Knowledge									
2m	1kg	P	S		Listen	0		+2	+2					
Weapon	TAB		Damage	Crit	Move Silently	+1		+1						
					Pilot									
Range	Weight	Type	Size	Special	Profession									
					R/W									
Armour	Type		Armour Bonus	Max Dex Bonus	R/W									
					Repair	0	+7	+2	+9					
Penalty	Speed	Wt	Size	Special	Ride	+1			+1					
					Search	0	+3		+3					
<b>Notes</b>  Illicit Barter - +5 on Diplomacy check when trading in illegal goods.					Sense Motive	0		0						
					Sleight of Hand									
					Speak									
					Spot	0	+3		+3					
					Survival	0			0					

Better Lucky Than Good – one reroll per session, must accept second result.	Swim	+2	+5	+4	+11
	Treat Injury	0			0
	Tumble	+1	+5		+6

Campaign: The Ultimate Core Dump		Feats/Special Abilities	
Experience Points:		Acrobatic	Shot on the Run
Gear		Alertness	Power Attack
Blaster Pistol Knife Comlink Datapad Deluxe Security Kit (+4 bonus on Disable Device checks) Tool kit (+2 bonus on Repair checks)		Ambidexterity	Cleave
		Animal Affinity	Great Cleave
		Armour Prof (Light)	Quick Draw
		AP (Medium)	Quickness
		AP (Heavy)	Run
		AP (Powered)	X Skill Em Demolitions
		Athletic	X Skill Em Disable Device
		Blind-Fight	Sharp Eyed
		Cautious	Spacer
		Dodge	Starship Dodge
		Mobility	Starship Operation
		Spring Attack	Starship Operation
		Whirlwind Attack	Stealthy
		Endurance	Toughness
		Exotic Weap. Prof.	Track
		Expertise	Trustworthy
		Fame	Two Weapon Fighting
		Force Sensitive	Imp. 2 Weap. Fight.
		Frightful Appearance	Weapon Finesse
		X Gearhead	Weapon Finesse
		Great Fortitude	Weapon Focus
		Heroic Surge	Weapon Focus
		Improved Initiative	X Weap Gp Simple
		Infamy	X Weap Gp Blaster Pistols
		Iron Will	Weapon Group
		Lightning Reflexes	Weapon Group
		Low Profile	Weapon Group
		Martial Artist	Zero-G Combat
		Mimic	
		Nimble	
		Persuasive	
Credits		Point Blank Shot	
		Far Shot	
		Precise Shot	
		Rapid Shot	
		Multishot	
Languages	Notes		
Gungan Basic (variant)	Low light vision.  Can hold breath 400 rounds.		

## Falyeh Keth

Heysa man, dis is da big adventure, huh? Born and raised on Naboo, you listened to the stories about the early days, the rise of the Empire, and you were always convinced that it was wrong. Your skills lay in matters technical, but you made sure that you learned things that would be useful in the ‘rebellion’ you were sure must be out there somewhere. In due course you left home, left Naboo, and found your way into the Rebel Alliance. It’s far more organised, with Generals and commanders and discipline and orders and suchlike, than you had imagined – why, you could almost be part of the Grand Army back home! Still, your skills and general aptitudes ensured that you were welcome. You are always looking out for an opportunity to prove yourself; you know that Gungans are regarded as a bit of a joke at times by some of the other species.

### Your fellows


**Annabel Blaine:** Like, she thinks she’s a somethin’ special... but her ideas and actions, they go right and they go wrong justa like anyone else’s. Maybe if she *thought* a bit more?

**Grease:** Hey, he’s a carpet; but as animated rugs go he is most useful. He even knows one or two items of Gungan technology!

**Neil Orr:** Typical flyboy type, but a heart of gold somewhere under there. He doesn’t put you down so much, but lets you play your full part. Thatsa feels good!

**Cindy O’Shaunessy:** Bit self-absorbed, but docs are always useful. Looka after her and she’ll looka after you.

**Zathras Yellan:** He stands for all the order and structure that you find constraining, and yet... and yet he’s good company.

Name: Grease																								
Class: Fringer					Level															Character: 5 Class: 5				
Species: Wookiee																								
Age	Gender	Height	Weight	Eyes	Hair	Skin																		
50	Male	2m	100kg	Brown	Brown	-																		
	Score	Ability Mod	Temp score	Temp Mod	Vitality	27	Wounds		11															
STR DEX CON INT WIS CHA	17	+3			Defence	Total	Current		Tot	Cur	Vit.													
	14	+2				17	=+10	+5		+2	0													
	11	0			Total		Class	Kit	Dex	Size	Misc													
	15	+2			Speed	10m	Initiative		+2	+2														
	12	+1			Base Attack	+5	Reputation		1															
10	0																							
Force Points		1		Light Side Dice				Dark Side Dice				Dark Side Points												
Saves		Total	Base	Ability	Misc	Skills																		
Fortitude		+4	+4	0		Skill	Ability	Rank	Misc	Modifier														
Reflex		+5	+3	+2		Appraise	+2			+2														
Will		+2	+1	+1		Astrogate																		
						Bluff	0	+4		0														
Melee Attack Bonus	Total	Base	Str Mod	Size Mod	Misc Mod	Climb	+3	+8	+2	+13														
	+8	+5	+3			Computer Use	+2	+8		+10														
						Craft	+2			+2														
						Demolitions	+2	+4		+6														
Ranged Attack Bonus	Total	Base	Dex Mod	Size Mod	Misc Mod	Diplomacy	0			0														
	+7	+5	+2			Disable Device	+2	+2		+4														
						Disguise	0			0														
						Entertain	0			0														
Weapon		TAB		Damage		Crit		Escape Artist		+2			+2											
Bowcaster		+7		3d10		19-20		Forgery		+2														
Range	Weight	Type	Size	Special		Gather Info.		0				0												
10m	8kg	E	L			Handle Animal																		
						Hide		+2	+2			+4												
Weapon		TAB		Damage		Crit		Intimidate		0	+4	+4	+8											
Unarmed		+8		1d3+3		N/a		Jump		+3			+3											
Range	Weight	Type	Size	Special		Knowledge -																		
-	-	B	-			Cryptography		+2	+6			+8												
						Listen		+1				+1												
Weapon		TAB		Damage		Crit		Move Silently		+2			+2											
								Pilot		+2	+4		+6											
Range	Weight	Type	Size	Special		Profession Slicer		+1	+8	+3	+11													
						R/W																		
						R/W																		
Armour		Type	Armour Bonus		Max Dex Bonus		Repair																	
							Ride		+2			+2												
Penalty	Speed	Wt	Size	Special		Search		+2	+8		+10													
						Sense Motive		+1			+1													
<b>Notes</b>  +2 on Repair if attempting to Jury-rig  +4 on duration physical activity checks						Sleight of Hand																		
						Speak																		
						Spot		+1	+6		+7													
						Survival		+1		+2	+3													

+5 on Diplomacy checks when trading equipment	Swim	+3			+3
	Treat Injury	+1			+1
	Tumble				

Campaign: The Ultimate Core Dump		Feats/Special Abilities	
Experience Points:		Acrobatic	Shot on the Run
Gear		Alertness	Power Attack
Bowcaster Comlink Datapad Recording Rod Security Kit (+2 to Disable Device checks) Translator Droid		Ambidexterity	Cleave
		Animal Affinity	Great Cleave
		Armour Prof (Light)	Quick Draw
		AP (Medium)	Quickness
		AP (Heavy)	Run
		AP (Powered)	X Skill Emphasis - Slicer
		Athletic	Skill Emphasis
		Blind-Fight	Sharp Eyed
		Cautious	Spacer
		Dodge	Starship Dodge
		Mobility	Starship Operation
		Spring Attack	Starship Operation
		Whirlwind Attack	Stealthy
		X Endurance	Toughness
		X Exotic Weap. Prof.*	Track
		Expertise	Trustworthy
		Fame	Two Weapon Fighting
		Force Sensitive	Imp. 2 Weap. Fight.
		Frightful Appearance	Weapon Finesse
		Gearhead	Weapon Finesse
		Great Fortitude	Weapon Focus
		Heroic Surge	Weapon Focus
		Improved Initiative	X Weapon Group Simple
		Infamy	X Weap Gp Blaster Pistols
		Iron Will	Weapon Group
		Lightning Reflexes	Weapon Group
		Low Profile	Weapon Group
		Martial Artist	Zero-G Combat
		Mimic	
		Nimble	
		Persuasive	
Credits		Point Blank Shot	
		Far Shot	
		Precise Shot	
		Rapid Shot	* Bowcaster
		Multishot	
Languages		Notes	
Shyriiwook Basic (understood only)		Rage - +4 STR, +2 VP per level, +2 to Fort. & Will saves, -2 on Defence, may not do anything that requires patience or concentration.  Regain VP/WP at double normal rate.	

# Grease

Computers have always been your friends. You can get them to tell you anything you that you ask them... it was a long time before you discovered that this was called 'slicing' and that the authorities took a dim view of such activities – to you it was just natural. Then the Empire began rounding up Wookiees and treating them as slave labour. You escaped and found your way to a Rebel Alliance outpost, where you offered your services. Much of your time is spent in one or other of the Alliance bases, refining programs or researching information, but you relish the opportunities to go out and be a 'real Rebel' doing your bit in the fight against the Empire. It's even better when you have the opportunity to do some slicing as well.

## Your fellows

**Annabel Blaine:** Sometimes she seems to give the impression that she's going to defeat the Empire all by her own self, but she is a good and loyal companion.


**Falyeh Keth:** Some people are baffled by computers well you feel the same way about Gungans. He's a nice fellow, loyal, good in a fight; but sometimes you just cannot understand him.

**Neil Orr:** If it doesn't fly Orr is not interested. You know how he feels, OK so it's computers for you, but you understand the kind of passion he shows in his trade. He's good company and just what you need to back you up.

**Cindy O'Shaunessy:** Most medics seem to prefer to remain at base and deal with problems as they are brought in. Cindy prefers to go out and find her own trouble. You can understand that, and admire her for it.

**Zathras Yellan:** Good in a fight, and good company out of it. Pity he's not got much interest in matters technical, but he's an asset to any operation.



Name: Neil Orr																			
Class: Scout					Level														
Species: Human					Character: 4 Class: 4														
Age	Gender	Height	Weight	Eyes	Hair	Skin													
25	Male	1.9m	75kg	Grey	Blond	Pale													
	Score	Ability Mod	Temp score	Temp Mod	Vitality		26			Wounds		12							
STR DEX CON INT WIS CHA	12	+1			Defence		Total	Current			Tot	Cur	Vit.						
	17	+3					18	=+10	-	+5	+3	0							
	12	+1					Total		Class	Kit	Dex	Size	Misc						
	14	+2					Speed		10m	Initiative		+3	+3						
	13	+1					Base Attack		+3	Reputation									
CHA	12	+1																	
Force Points		1		Light Side Dice				Dark Side Dice				Dark Side Points							
Saves		Total	Base	Ability	Misc	Skills													
Fortitude		+3	+2	+1		Skill		Ability	Rank	Misc	Modifier								
Reflex		+5	+2	+3		Appraise		+2			+2								
Will		+3	+2	+1		Astrogate		+2	+7		+9								
						Bluff		+1	+5		+6								
Melee Attack Bonus		Total	Base	Str Mod	Size Mod	Misc Mod	Climb	+1			+1								
		+4	+3	+1	0		Computer Use	+2	+3		+5								
								Craft	+2		+2								
						Demolitions													
Ranged Attack Bonus		Total	Base	Dex Mod	Size Mod	Misc Mod	Diplomacy	+1	+2		+3								
		+6	+3	+3	0		Disable Device												
								Disguise	+1	+4		+5							
						Entertain		+1			+1								
Weapon		TAB		Damage	Crit	Escape Artist		+3			+3								
Unarmed		+4		1d6+1	-	Forgery		+2	+4		+6								
Range	Weight	Type	Size	Special		Gather Info.		+1			+1								
-	-	B	-	Natural 20=Threat		Handle Animal													
						Hide		+3	+3		+6								
Weapon		TAB		Damage	Crit	Intimidate		+1			+1								
Blaster Pistol		+6		3d6	20	Jump		+1			+1								
Range	Weight	Type	Size	Special		Knowledge													
10m	1kg	E	S	Stun 1d6/DC 15															
+1 attack & damage on opponents <10m away						Listen		+1	+4		+5								
Weapon		TAB		Damage	Crit	Move Silently		+3	+7		+10								
						Pilot		+3	+7		+10								
Range	Weight	Type	Size	Special		Profession													
						R/W													
						R/W													
Armour		Type	Armour Bonus	Max Dex Bonus		Repair		+2	+7		+9								
Combat Jumpsuit			+5	+4		Ride		+3			+3								
Penalty	Speed	Wt	Size	Special		Search		+2	+7		+9								
-3	-	8kg				Sense Motive		+1	+3		+4								
Notes						Sleight of Hand													
						Speak													
						Speak													
						Spot		+1			+1								
						Survival		+1			+1								

	Swim	+1			+1
	Treat Injury	+1			+1
	Tumble				

Campaign: The Ultimate Core Dump		Feats/Special Abilities	
Experience Points:		Acrobatic	Shot on the Run
Gear		Alertness	Power Attack
Blaster Pistol Comlink Combat Jumpsuit Electrobinoculars Toolkit (+2 bonus to Repair rolls)		Ambidexterity	Cleave
		Animal Affinity	Great Cleave
		Armour Prof (Light)	Quick Draw
		AP (Medium)	Quickness
		AP (Heavy)	Run
		AP (Powered)	Skill Emphasis
		Athletic	Skill Emphasis
		Blind-Fight	Sharp Eyed
		Cautious	Spacer
		Dodge	Starship Dodge
		Mobility	X Starship Op - Transports
		Spring Attack	Starship Operation
		Whirlwind Attack	Stealthy
		Endurance	Toughness
		Exotic Weap. Prof.	Track
		Expertise	Trustworthy
		Fame	Two Weapon Fighting
		Force Sensitive	Imp. 2 Weap. Fight.
		Frightful Appearance	Weapon Finesse
		Gearhead	Weapon Finesse
		Great Fortitude	Weapon Focus
		Heroic Surge	Weapon Focus
		Improved Initiative	X Weap Gp Simple
		Infamy	X Weap Gp Blaster Pistols
		Iron Will	X Weap Gp Blaster Rifles
		Lightning Reflexes	Weapon Group
		Low Profile	Weapon Group
		X Martial Artist	Zero-G Combat
		Mimic	
		Nimble	
		Persuasive	
Credits		X Point Blank Shot	
		Far Shot	
		Precise Shot	
		Rapid Shot	
		Multishot	
Languages		Notes	
Basic			

## Neil Orr

Like many young men, you love to fly. But unlike some of your colleagues, you are convinced that an ordinary transport craft can do at least as much as an X-wing, and probably more effectively – after all, an X-wing is a bit obvious! You'd like to be a hero, but you'll be satisfied if you can do your bit for the Rebellion.

You chose the Rebel Alliance, truth be told, more because you disliked the sound of the regimentation and discipline the Empire imposes on her troops than for political reasons. The Alliance demands discipline too, but somehow it's different; and now you have seen it for yourself you are convinced that this is the best hope for the galaxy.

### **Your fellows**


**Annabel Blaine:** What is it about the Force that makes its practitioners quite so, so bumptious. You'd think she was a flyer, sometimes. But a wonderful companion, none the less, a lady whose company you enjoy whenever you can.

**Falyeh Keth:** Sometimes you wonder if the Force made a mistake when it made the Gungans. But most of the time you can see past the irksome surface and see the kind and courageous man beneath... and then you like him.

**Grease:** Another good companion, if it can be made to work, Grease will make it do so. He's good in a fight too.

**Cindy O'Shaunessy:** A nice girl if a bit intense at times. You admire the way she won't be kept at home in some medical facility but goes out to do her bit with the rest of you.

**Zathras Yellan:** Another good companion and drinking buddy. Reliable to a fault.

Name: Zathras Yellan														
Class: Soldier					Level									
Species: Human					Character: 5 Class: 5									
Age	Gender	Height	Weight	Eyes	Hair	Skin								
30	Male			Brown	Brown	Swarthy								
	Score	Ability Mod	Temp score	Temp Mod	Vitality	38	Wounds		15					
STR DEX CON INT WIS CHA	14	+2			Defence	Total	Current		Tot	Cur	Vit.			
	16	+3				16	=+10	+3		+3				
	15	+2			Total		Class	Kit	Dex	Size	Misc			
	12	+1			Speed	Initiative			+3					
	13	+1			Base Attack	+5	Reputation		Total	Dex	Misc			
11	0													
Force Points		1		Light Side Dice				Dark Side Dice						
Saves		Total	Base	Ability	Misc	Skills								
Fortitude Reflex Will	+6	+4	+2		Skill	Ability	Rank	Misc	Modifier					
	+4	+1	+3		Appraise	+1			+1					
	+2	+1	+1		Astrogate	+1	+8		+9					
Melee Attack Bonus	Total	Base	Str Mod	Size Mod	Misc Mod	Bluff	0		0					
	+7	+5	+2			Climb	+2		+2					
						Computer Use	+1	+4	+5					
Ranged Attack Bonus	Total	Base	Dex Mod	Size Mod	Misc Mod	Craft	+1		+1					
	+8	+5	+3			Demolitions	+1	+8	+9					
						Diplomacy	0		0					
Weapon	TAB	Damage	Crit	Disguise		0		0						
	+8	1d4+2	20	Entertain		0		0						
				Escape Artist		+3		+3						
Range	Weight	Type	Size	Special	Forgery	+1		+1						
2m	1kg	P	S	Weapon Finesse	Gather Info.	0		0						
Weapon	TAB	Damage	Crit	Handle Animal										
	+8	3d8	20	Hide		+3	+3	+6						
				Intimidate		0		0						
Range	Weight	Type	Size	Special	Jump	+2		+2						
8m	1.3kg	E	M		Knowledge									
Weapon	TAB	Damage	Crit	Listen		+1		+1						
	+7	1d4+2	-	Move Silently		+3	+4	+7						
				Pilot		+3	+5	+8						
Range	Weight	Type	Size	Special	Profession									
-	1kg	B	M		R/W									
Armour	Type	Armour Bonus	Max Dex Bonus	R/W										
				Repair										
				Ride		+3		+3						
Penalty	Speed	Wt	Size	Special	Search	+1		+1						
					Sense Motive	+1		+1						
<b>Notes</b>  +1 to Defence against one designated opponent per round of combat.					Sleight of Hand									
					Speak									
					Spot	+1	+2	+3						
					Survival	+1		+1						

+1 Attack & Damage with ranged weapons if target <10m away.	Swim	+2			+2
	Treat Injury	+1	+6		+7
	Tumble	+3	+4		+7

Campaign: The Ultimate Core Dump		Feats/Special Abilities	
Experience Points:		Acrobatic	Shot on the Run
Gear		Alertness	X Power Attack
Knife Heavy Blaster Combat Gloves Comlink 5 Frag Grenades Electrobinoculars All-temperature Cloak	Ambidexterity	Cleave	
	Animal Affinity	Great Cleave	
	X Armour Prof (Light)	Quick Draw	
	X AP (Medium)	Quickness	
	X AP (Heavy)	Run	
	AP (Powered)	Skill Emphasis	
	Athletic	Skill Emphasis	
	Blind-Fight	Sharp Eyed	
	Cautious	Spacer	
	X Dodge	Starship Dodge	
	Mobility	Starship Operation	
	Spring Attack	Starship Operation	
	Whirlwind Attack	Stealthy	
	Endurance	Toughness	
	Exotic Weap. Prof.	Track	
	Expertise	Trustworthy	
	Fame	Two Weapon Fighting	
	Force Sensitive	Imp. 2 Weap. Fight.	
	Frightful Appearance	X Weapon Finesse*	
	Gearhead	Weapon Finesse	
	Great Fortitude	Weapon Focus	
	Heroic Surge	Weapon Focus	
	Improved Initiative	X Weap Gp Simple	
	Infamy	X Weap Gp Blaster Pistols	
	Iron Will	X Weap Gp Blaster Rifles	
	Lightning Reflexes	X Weap Gp Heavy Wpns	
	Low Profile	X Weap Gp Vibro Wpns	
	Martial Artist	Zero-G Combat	
	Mimic		
	Nimble		
	Persuasive	*Knife	
Credits	X Point Blank Shot		
	Far Shot		
	X Precise Shot		
	Rapid Shot		
	Multishot		
Languages		Force Skills	
Basic		Power Attack – trade Attack bonus points for Damage ones (up to 5)	

## Zathras Yellan

Trained as a trooper in the planetary forces of your homeworld, you left fast when you heard that they were to be drafted into the Empire's service without the option. Soldiering in the service of your own planet you could understand, but going off to fight who knew where for some remote Emperor? Branded a deserter you fled and were found by a rebel patrol... and here you are, serving all over the galaxy for a cause even more remote than the Emperor – and loving every minute of it. As you came to understand what was going on, you began to believe that the Empire is indeed evil and that the way forwards is that of the Rebel Alliance. You are now a committed and dedicated soldier in that cause.

### **Your fellows**

**Annabel Blaine:** An interesting character, you sometimes see the Force and her own pragmatic nature at war within her. However, the Force shines through and there are few people you trust more.

**Falyeh Keth:** As annoying as any Gungan, you sense that there is more to Keth. He has a deep belief in the rightness of your shared cause, and is loyal to a fault.

**Grease:** A practical and loyal team mate, the Wookiee is someone you'd always like to have near when danger looms... or equipment fails.

**Neil Orr:** A hard worker and willing to work with his fellows, Orr still has some of that pilot brashness. Sometimes it seems more of a pose than it is with many of the pilots, many of them seem to believe their own press!

**Cindy O'Shaunessy:** A fine example of a Rebel, willing to do whatever is necessary.